ACHETON



A mysterious body, known only as The Ruling Council of Acheton, issues the following challenge to sentient life-forms everywhere:



"We hereby challenge the greatest adventurers in the known universe to uncover the dread secrets of our realm.

"Acheton is no ordinary land. Although explorers are welcome, you may find that Death is the only reward. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at. Understanding of the arcane science known as Magic will be mandatory...

"For the successful adventurer, the rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where others have failed...

"Good luck - you will need it!

Signed and Sealed in the four thousand and twenty-seventh year of the Reign of Yelka-Dekkim IV. May his Dread Majesty live forever!"



(C) Jon Thackray, David Seal
and Jonathan Partington

Published by TOPOLOGIKA

1987

PO Box 39, Stilton, PETERBOROUGH PE7 3RU



ACHETON

TOPOLOGIKA

help sheet

'ACHETON' comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. Pages 2-4 of this Hint Sheet contain a series of questions that players typically ask, like 'What do I do in the enchanted forest?' Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

ALCHEMIST 224
ALCOVE 2
ALTAR 3,51,83
BACK DOOR 4,52
BALROG 5,53
BARRIER 6
BIRD 7
BLACK FLAG 8
BLACK MAGIC 9
BLEI AMEDI 10
BOOK/S 11,84
BOTTLES 12
BRIDGE 13
BULB 14
CAGE 15
CANDLESTICK 16
CANYON 17,54
CASE 227
CAULDRON 19
CAVE/S 20,55,85,101
CELLS 21
CELLAR 22
CHARYBDIS 23,56
CHASM 24
CHIMING 25
CLIFF/S 26,57
CRUSHED 27,58
CURRENTS 28
DARK PASSAGE 229
DESERT 30,59,86
DINGHY 31,60,87,102 132,146,204
DINING ROOM 32
DISC/S 33,61,88
DUNGEONS 34,62
DWELLINGS 35,63
EXAKCIP 36,64
FARMHOUSE 37
FIRE 230
FISSURE/S 39,65
FLEDGLINGS 40,66
FLOE 41
FOOD 67
FOREST 42,68,89,103
FREEZING TO DEATH 43
FRONT DOOR 44,69
GARGOYLES 45
GATE 46
GIANT 47,70,104,231
GLADIATOR 48
GLASS 49,71
GLOWING 50
GNOME 72,91
GREENHOUSE 73
HABERGEON 74,92
HADES 75,93
HALL OF MIRRORS 76,94,105
HANDWRITING 77
HARBOUR 78
HELMET 79
HOLE/S 95,106,133,232
ICE 81,96,107,134,147
IDOL 82
INLET 97
J4 98
INSCRIPTION 99,108,135,148
ISIS 100
ISLAND 109,233
LABORATORY 110
LAMP 111,137
LAST POINT 112
LIBRARY 113
LODESTONE ROOM 114,138
MANACLES 115
MAP 116,139
MARBLE SLIDE 117
MAZE 118,226
MINE 119,141,149,152
MINK COAT 120,142,150
MOSAICS 121
MUMMY 122
MUSHROOM 123,143,151
NERKU 124
NEST 125
NINGY ROOM 126,144
OBJECTS 127
ODD 128
PIRATES 129,145
PLANT 130
PIT 131
POCKETS 153
PRISON 154
PYRAMID 155
QUICKSAND 156
REEF 157,174
REMBRANDT PORTRAIT 158
ROCKFALLS 159
ROCKS 160
SAFE 161,175,205,220
SAIL 162
SALVER 163
SCENT 164
SCYLLA 165,176,182
SEA 166,177
SHEET 167,178
SHIP 168,179,206
SIGNPOST 169
SKELETON 170,180
SLAB ROOM 171
SNAKE/S 172,181
SNEER 173
SORCERY 207
STALACTITES 183,208
STALAGMITES 184
STARS 185
STONE 186
STONE LIONS 187,209
SWIM 188,210,221
THIRST 189
TOLL HOLE 190,211,222
TOMB ROOM 191
TORCHES 192
TRACKS 212
TRAILS 193
TREASURE/S 140,194,213,223 228
UKREN 195
VOICE 197,215
WALL/S 198,216,217,225
WELL 199
WHITE FLAG 200
WINE 201,218
WINGED SERPENTS 202,219
WIZARD 1,18,29,38,80,90 136,196,214
ZOOGE 203

		hint
1	How do I prevent the ******'s front door from closing?	31
2	What is the significance of the inscription beyond the west ****** of the Slab Room?	33
3	What do I do at the ***** of Ra?	84
4	How do I get past the wizard's **** ****?	155
5	How do I avoid bumping into the ******?	147
6	Why does an invisible ******* block my way?	93
7	How do I avoid being killed by the adult ****?	134
8	What is in the ship with the ***** ****?	122
9	What do I do in the cave with a faint impression of ***** ***** and sorcery?	48
10	What does "BLEI AHEDI" mean?	73
11	How do I get hold of the alchemist's ****?	149
12	How do I get the wine out of the *******?	89
13	How do I get across the ****** safely?	142
14	How do I get a new **** for my lamp?	101
15	How do I open the **** safely?	151
16	How do I get the bronze **********?	83
17	How do I climb the walls of the desert ******?	65
18	How do I open the ******'s front door?	32
19	How do I get hold of the wizard's ********?	36
20	How do I swim out of the **** again safely?	143
21	How do I get out of the ***** in the wizard's dungeons?	11
22	How do I get the case of wine out of the ******?	88
23	What is *********?	111
24	How do I get across the *****?	30
25	Why is something ******* nearby?	35
26	How do I get down the *****?	50
27	How do I avoid being ******* by the giant?	29
28	How do I successfully negotiate the ********?	75
29	How do I get past the ******'s back door?	155
30	How do I climb the walls of the ****** canyon?	65
31	How do I get into the ******?	52
32	How do I get the food from the wizard's ****** ****?	34
33	How do I carry more than one stone **** at a time?	161
34	How do I get out of the cells in the wizard's *******s?	11
35	How do I get down from the cliff *********?	140
36	What does "********" mean?	102
37	What is the ********* for?	7
38	How do I avoid dying when I go through the ******'s back door?	156
39	How do I get across the *******?	17
40	How do I avoid being killed by the **********?	150
41	How do I stop the ice **** melting underneatn me?	157
42	What do I do in the enchanted ******?	2
43	How do I avoid ******** ** ***** in the ice area?	27
44	How do I prevent the wizard's ***** **** from closing?	31
45	What do I do with the *********?	60
46	How do I get out of the area near the **** of Isis?	126
47	How do I get past the *****?	21
48	How do I win the *********'s combat?	164
49	How do I get past the ***** sheet?	56
50	What is the significance of the ******* walls?	132
51	How do I avoid losing treasure at the *****?	130
52	How do I avoid dying when I go through the wizard's **** ****?	156
53	At the edge of the ****** pit, how do I get back safely?	148
54	What is the significance of the fissures in the desert ****** which look like giant handwriting?	70
55	Is there anything in the ****s on the island?	118
56	How do I avoid *********?	113
57	How do I climb the *****s?	61
58	How do I avoid being ******* by the things I'm carrying?	74
59	How do I get out of the ******?	63
60	How do I sail the ******?	53
61	How do I stop the stone ****s exploding?	162
62	How do I get out of the wizard's *******s?	96
63	How do I get up to the cliff *********?	141
64	What does "********" do?	103
65	What is the significance of the *******s in the desert canyon which look like giant handwriting?	70
66	How do I get out of the area near the **********?	152
67	How do I get the **** from the wizard's dining room?	34
68	How do I get out of the enchanted ******?	3
69	How do I open the wizard's ***** ****?	32
70	How do I avoid being crushed by the *****?	29
71	What is the significance of the inscription on the ***** sheet?	55
72	Why does the ***** keep running away?	38
73	How do I get into the **********?	94
74	What is a *********?	28
75	What do I do in *****?	49
76	How do I get out of the **** ** *******?	90
77	What is the significance of the fissures in the desert canyon which look like giant **********?	70
78	How do I swim in the *******?	26
79	How do I turn the ****** off?	125
80	How do I get out of the ******'s dungeons?	96
81	How do I avoid freezing to death in the *** area?	27
82	How do I stop the **** killing me?	139
83	How do I recover treasure lost at the *****?	131

		hint
84	How do I get hold of the ****s in the library?	136
85	What do I do in the **** with a faint impression of black magic and sorcery?	48
86	What is the significance of the fissures in the ****** canyon which look like giant handwriting?	70
87	How do I steer the ******?	54
88	How do I get out of the area with the stone ****s?	163
89	What do I do in the ordinary ******?	4
90	How do I get out of the cells in the ******'s dungeons?	11
91	How do I catch the *****?	39
92	How do I take the ********* safely?	85
93	How do I get out of *****?	108
94	How do I get hold of the treasure in the **** of *******?	91
95	How do I get past the toll **** without paying?	12
96	How do I avoid the melting *** passages?	44
97	How do I get into the ***** safely?	115
98	What does **** mean?	23
99	What is the significance of the ********** beyond the west alcove of the slab room?	33
100	How do I get out of the area near the Gate of ****?	126
101	How do I get into the cave?	1
102	How do I survive the ****** crash?	76
103	How do I get out of the ordinary ******?	5
104	How do I let the ***** out of prison?	46
105	How do I navigate in the **** ** *******?	92
106	How do I recover things I've dropped down the toll ****?	13
107	In the *** passage where I see another *** passage below me, how do I get into this other passage?	86
108	What do the **********s on the signpost mean?	40
109	Is there anything in the caves on the ******?	118
110	How do I get through the wizard's **********?	37
111	How do I recharge my ****?	100
112	How do I get the **** ***** in the game?	165
113	How do I get hold of the books in the *******?	136
114	How do I control the direction in which I leave the ********* ****?	47
115	How do I get out of the ********?	9
116	How do I *** mazes and other areas where every location looks the same?	10
117	How do I get back up the ****** *****?	14
118	How do I map ****s and other areas where every location looks the same?	10
119	How do I go down the ****?	6
120	How do I get hold of the **** **** safely?	19
121	How do I get the ******* out?	59
122	How do I get past the *****?	82
123	Can I do anything useful with the ********?	79
124	What does ******* mean?	97
125	How do I climb out of the ****?	135
126	Why am I sneered at when I leave the ***** ****?	16
127	How can I locate ******* in the mine reliably?	41
128	What is the significance of the *** walls that various places have?	8
129	How do I survive the ********' visit?	119
130	How do I prevent the ***** from strangling me?	95
131	At the edge of the balrog ***, how do I get back safely?	148
132	How do I stop the ****** crashing into the reef?	77
133	What use is the toll ****?	99
134	How do I stop the *** floe melting underneath me?	157
135	What is the significance of the ********** on the glass sheet?	55
136	How do I get through the *******'s laboratory?	37
137	How do I get a new bulb for my ****?	101
138	How do I get back to the mine from the ********* ****?	42
139	How do I *** the lower levels of the mine?	15
140	How do I get hold of the ******** in the Hall of Mirrors?	91
141	How do I map the lower levels of the ****?	15
142	How do I stop the **** **** being eaten?	20
143	What do I do with the ********?	80
144	What do I do with the holes in the east wall of the ***** ****?	22
145	What are the ******* doing when they are ashore?	121
146	What do I do while the ****** is sulking?	78
147	What is the significance of the scented *** tracks?	158
148	What is the significance of the ********** in the Slab Room?	58
149	How can I locate objects in the **** reliably?	41
150	Why are the pockets of the **** **** bulging?	24
151	How do I control the ********?	81
152	How do I get back to the **** from the lodestone room?	42
153	Why are the ******* of the mink coat bulging?	24
154	How do I let the giant out of ******?	46
155	In the small room below the *******, how do I go along the dark passage to the east safely?	124
156	What do I do in the *********?	62
157	How do I get through the ****?	114
158	How do I get the ********* ******* out?	109
159	How do I get past the **********?	67
160	How do I get onto the dark *****?	117
161	How do I close the **** safely?	25
162	Where is the **** for the dinghy?	64
163	How do I get the palladium ******?	105
164	What is the significance of the *****ed ice	

		hint
	tracks?	158
165	What is ******?	110
166	How far away is the furthest interesting feature in the ***?	116
167	How do I get past the glass *****?	56
168	How do I attract the attention of a ****?	120
169	What do the inscriptions on the ******** mean?	40
170	Why won't the ******** let me out?	106
171	What is the significance of the inscription beyond the west alcove of the **** ****?	33
172	How do I get out of the ***** maze safely?	133
173	Why am I ******ed at when I leave the ningy room?	16
174	How do I stop the dinghy crashing into the ****?	77
175	What is the booming voice at the **** talking about?	71
176	How do I avoid ******?	112
177	How do I swim in the ***?	51
178	What is the significance of the inscription on the glass *****?	55
179	What is in the **** with the black flag?	122
180	How do I get past the ******** with all my treasure?	107
181	How do I avoid being killed by *****a?	128
182	How do I kill ******?	144
183	How do I get back up the [illegible]	127
184	How do I take the **********?	69
185	What are the ***** for?	57
186	Why did the ***** make a noise?	87
187	Why do the ***** **** kill me?	157
188	How do I **** in the harbour?	25
189	How do I avoid dying of ******?	66
190	How do I get past the **** **** without paying?	12
191	What use is the **** ****?	72
192	How do I get hold of the *******?	18
193	What is responsible for the sinuous ******?	129
194	Why was the voice at the safe dubious about one of my ********s?	160
195	What does ******* mean?	98
196	How do I get hold of the ******'s cauldron?	36
197	What is the booming ***** at the safe talking about?	71
198	What do I do with the holes in the east **** of the ningy room?	22
199	How do I go down the ****?	104
200	What is in the ship with the **** ****?	123
201	How do I get the **** out of the bottles?	89
202	How do I get out of the area near the ****** ********?	153
203	What does ******* mean?	43
204	Where is the sail for the ******?	64
205	How do I open the **** safely?	159
206	What is in the **** with the white flag?	123
207	What do I do in the cave with a faint impression of black magic and *******?	48
208	How do I take the stalactites?	68
209	How do I avoid being killed by the ***** *****?	138
210	How do I **** in the sea?	51
211	How do I recover things I've dropped down the **** ****?	13
212	What is the significance of the scented ice ******?	158
213	How do I avoid losing ******** at the altar?	130
214	How do I get the food from the *******'s dining room?	34
215	Why was the ***** at the safe dubious about one of my treasures?	160
216	What is the significance of the odd ***** that various places have?	8
217	What is the significance of the glowing *****?	132
218	How do I get the case of **** out of the cellar?	88
219	How do I avoid being killed by the ****** ********?	154
220	Why was the voice at the **** dubious about one of my treasures?	160
221	How do I **** out of the cave again safely?	143
222	What use is the **** ****?	94
223	How do I recover ******** lost at the altar?	131
224	How do I get hold of the **********'s book?	149
225	How do I climb the ***** of the desert canyon?	65
226	How do I get out of the snake **** safely?	133
227	How do I get the **** of wine out of the cellar?	88
228	How do I get past the skeleton with all my *********?	107
229	In the small room below the pyramid, how do I go along the **** ******* to the east safely?	124
230	How do I light a ****?	146
231	How do I get back from beyond the *****?	45
232	What do I do with the ****s in the east wall of the ningy room?	22
233	How do I get off the ******?	145

(C) Jon Thackray, David Seal and Jonathan Partington

Published by



1987

Still stuck?
Send full details to:

Topologika
FREEPOST
PO Box 39
Stilton
PETERBOROUGH PE7 3BR

No SAE - no reply!

TOPOLOGIKA

Welcome to...

the

Kingdom of Hamil



All your life you'd known there was something special about you, that you were extra-ordinary in some way. When you were young you'd chanced to hear unbelievable rumours, and, sometimes, sinister strangers seemed to be watching you. Finally you found out just what was special about you: you were the rightful heir to the throne of the Kingdom of Hamil. But by then it was too late. You'd been kidnapped...

ears passed, and the rescue you dreamed of failed to materialise. Finally, older and stronger, you escaped and, riding a mighty black stallion, set out to reclaim your throne, travelling for many a day and night, through swamps, jungles, and icy wastes across deserts, knowing that for every step forward you took, your enemies would take two...



But luck was with you and, after many days in the saddle, you reached the neighborhood of your Kingdom, Hamil, and took shelter in a primitive chapel, desperately needing a good night's sleep before the next bizarre stage of your journey...

"Perhaps I was fated to come to this particular place", you told the damp walls of the chapel, as sleep, like a black tide, began to sweep over you, and you dreamed again of the legends that said that one day you would return to Hamil to claim your rightful inheritance...

Hamil *A land of sorcery and romance; of strange but loyal beings; of immense fountains; of castles, and a museum filled with bizarre antiquities which only a King could put to use. A land where the powers of darkness always threaten; of ancient and unusual mazes, constructed by powerful wizards in bygone days,*

waiting to ensnare even the most ingenious explorer. A land of mysterious beasts eager to exterminate you if you stay in the same place too long. Where a mighty vampire haunts underground caves. Where creatures wait, in deep and dismal pits, ready to grab the unwary passer-by. Where ancient spirits in huge rolling cornfields serve long-forgotten deities. Where something is spoken about only in hushed tones, something known only as the 'snark'...

And so the the real adventure begins.

Waking, you find yourself trapped in the chapel. If you leave it, it is at your peril. The decision is yours. Perhaps the chapel is not all it seems, and you are closer to the land of Hamil than you first imagined. It may be worth your while to investigate further. Regaining Hamil will not be easy, and you will certainly have to be able to prove that you are who you say you are...

Kingdom of Hamil - Help Sheet



'KINGDOM of HAMIL' comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. Pages 2-3 of this Hint Sheet contain a series of questions that players typically ask, like 'How do I catch the Jackdaw?' Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

BOOJUM	4	GROVE	14	PTERODACTYLS	26
BOOMERANG	5	HEXAPOD	15	PLAIN	2,27
CAVE	6	HOBGOBLIN	16,37	ROCK	2,27
CHAPEL	7	INFORMATION	36	ROOM	3,9,13,36
CORNFIELD	20	JACKDAW	17	SLAB	28
CREATURE	24	LABYRINTH	18	SNARKS	4
DEPARTURE	19	LOUNGE	19	STATUE	29
DOOR	30	MAIZE	20	STEEL	30
DRAGON	8	MAZE	21,35	TAPESTRY	31
DUST	9	MONEY	35	TREASURE	32
ENCHANTRESS	10	MONSTERS	18	TYRANOSAURUS	33
FARE	11	MURALS	22	VAMPIRE	1,34
FIRE	12	OBJECT	23	WALL	12
FISH	3,13,36	PIT	24		
FOREST	6	PORTCULLIS	25		

1 How do I kill the ******** 21

2 How do I get back through the ****y *****? 23

3 How can I avoid the **** **** collapsing on me? 28

4 How do I avoid the ****** 17

5 How do I avoid being killed by the *********? 18

6 How do I get into the **** in the ******? 14

7 How do I get out of the ****** 1

8 How do I drive away the ******? 34

9 What is the **** **** for? 22

10 How do I avoid being killed by the **********? 31

11 What do I need to pay the **** 5

12 How do I get past the **** of ****? 29

13 What can I do in the **** ****? 13

14 What do I do in the soporific *****? 10

15 How do I stop the ******* from sobbing? 16

16 How do I avoid being killed by the *********? 25

17 How do I catch the ******** 11

18 How do I get past the ******** in the *********? 12

19 What do I do in the ********* ******? 35

20 How do I survive in the **********? 15

21 How do I get through the **** of Hamil? 4

22 What is the significance of the ******? 9

23 What is a given ******? 36

24 How do I avoid being killed by the ******** in the ***? 33

25 How do I get past the **********? 30

26 How do I avoid being killed by the **********? 8

27 How do I navigate the ****y *****? 19

28 How do I get under the ****? 2

29 How do I move the ******? 32

30 How do I get past the ***** ****? 3

31 How do I move the ********? 24

32 I can't find all the ********! 37

33 How do I escape from the **********? 7

34 How do I avoid being killed by the ********? 20

35 How do I collect all the ***** in the **** of Hamil? 6

36 What use is the ********** I find in the **** ****? 27

37 How do I kill the *********? 26

Still stuck? Send full details to:



Topologika
FREEPOST
PO Box 39
Stilton
PETERBOROUGH PE7 3BR

(C) Dr Jonathan Partington
Published by TOPOLOGIKA 1987

Archimedes Adventure Games

Introduction

- **Topologika's adventure games are designed to be used on any Acorn computer fitted with RISC OS 2 or 3 and any ARM chip.**
- **The disc supplied (referred to from here on as the 'game' disc) is not copy-protected.**
- **The adventure game may be installed on a hard disc or played from the game disc.**
- **If you install it on a hard disc, the game disc will still be required whenever you start the game.**
- **As with any adventure game you can save your position at any time.**
- **If you are playing from the game disc, all saves may be made to the game disc.**
- **If you are playing from a hard disc, all saves will be made to the hard disc.**
- **You may make one back-up copy of the game disc for your own use only. Copies may not be given, lent, sold or hired to any other individual or institution.**

WARNING

- **The adventure games market is already very small. Dishonest copying may lead to prosecution and will discourage us from releasing any more adventures.**

What's on the disc

Put the disc in the drive and click on the drive icon. A window will open up containing:

- one application *(!Adventure)*
- one program *(!HardCopy)*
- on discs containing more than one game, one datafile *(Title)*
- one or more directories containing the relevant game data.

Running the game from a floppy disc

Double click on *!Adventure*. A title screen will load. Press one of the <Shift> keys to clear this.

If the pack that you have bought is a compilation pack, a menu will appear. Choose the program you want by pressing the relevant key.

Another title screen will load. Press one of the <Shift> keys to clear this.

The screen will now ask you to 'Insert database disc'. Ignore this. Leave the game disc in the drive and press one of the <Shift> keys.

Some of the games are very large, so it may be a few seconds before the main game screen loads. At the top left is a title telling you where you are in the game. At the top right is your current score. There will be a description of where you are and, possibly, what you have found there - the rest is up to you! (See the separate information sheets supplied with each game for more general information about the kind of commands it will accept.)

Saving your position

Type the word *save*, and press <Return>. The computer will respond with

Insert saved game disc
Save file
:

While the system allows you to save your position on a separate disc, there is little point in doing this. There is plenty of free space on the unprotected game disc, so there is plenty of room for lots of 'saved games'. We suggest, therefore, that you ignore this message, and simply type the name that you want for the file. Make

sure this is a name that will mean something to you, and keep a note of it somewhere. Then press <Return>.

The game will respond with:

Insert database disc
Press shift to continue.

Again, ignore the request for a database disc, and simply press one of the <Shift> keys. The game will continue from where you left off.

Special notes on saving games

Do NOT use the following names at any time: **d, Name, Title.** These are names which are already used by our system files. If you do use such a name, the saved game will be saved on top of the system file of the same name; next time you come to play the game, it will not work!

'Saved games' are stored in the directory for the game you are playing (eg in 'Countdown to Doom' they go into directory 'c2d', while in 'Philosopher's Quest' they are in directory 'philq'. We don't list all these directory names here, since they are easily recognisable.

The number of saved games you may have is limited only by (i) disc space and (ii) the filing system you are using. We suggest that you get in the habit of regularly auditing your game directories, deleting any saved games that you no longer need.

Restoring your position

Type the word *restore*, and press <Return>. The computer will respond with:

Insert saved game disc
Load file
:

Ignore the request for a separate disc; just type the name of the saved game that you want, and press <Return>. The computer will respond with:

Insert database disc.
Press shift to continue

Special note on restoring games

If you type the name of a file that isn't on the disc, the game will respond with: *'Cannot open restore file. Press shift to continue'*, after which you will be returned to the game. If you want to try reloading your position, you will again have to type *restore*.

Installing the game on a hard disc

First create on your hard disc a directory into which you want to put the games. You might, for example, already have one called *Games*, and decide to create inside it a directory called *Topologika*, with, inside this, a set of further directories for each of our game discs. For example for Compilation Disc 1, you might create a directory called *Compl* inside *Games.Topologika*.

Put the games disc in the drive, and click on the drive icon. Now double-click on *!Hardcopy*. The computer will respond with:

Directory to hold games _

Type the full pathname for the directory. In the example above this might be:

ADFS. IEDDisc4. $. Games. Topologika. Compl

then press <Return>. The relevant files will be copied into the directory that you created.

Running the game from a hard disc

Despite the fact that you have copied the game onto your hard disc, you will need the game disc in the floppy drive every time you start the game.

Locate the relevant *!Adventure* on your hard disc, and double-click on it. Both the hard disc and the game disc will be accessed.

Once the game has started the floppy disc will never be accessed again.

Saved games

These are automatically stored on your hard disc, in directories as described earlier for floppy-based systems. How to save and restore your position is also discussed there.

COPYRIGHT © TOPOLOGIKA SOFTWARE 1992
PO Box 39, Stilton, PETERBOROUGH
Cambs PE7 3RL

tel/fax 0733 244682